

ACHIEVEMENTS API PROJECT

Technologies used in this project are Java, Spring Boot, Spring MVC, JPA, Hibernate, MySQL, Maven, Postman. API (de)serialization format is JSON.

Create achievement

Method: POST

Url: localhost:8080/achievements/gameld

Example of the url: localhost:8080/achievements/d67093e9-4c1b-11e9-b8dc-c8600077a003

Example of the request body:

```
{
  "displayName": "DN9",
  "description": "Desc9",
  "icon": "www.icon.com/icon9.jpg",
  "displayOrder": 10
}
```

gameld has to be entered correctly. Fields displayName and description are required fields to fill. Maximum character length for displayName is 100, for description is 500, for icon is 2048. The largest number for displayOrder is 2147483647. Also, zero or negative numbers can't be entered in displayOrder field.

If some mistake is entered, appropriate message will be displayed.

If everything is good, response should look like this:

```
{
  "message": "Success!",
  "id": "71446513-316d-487c-abff-0174bae2aab8",
  "displayName": "DN9",
  "description": "Desc9",
  "icon": "www.icon.com/icon9.jpg",
  "displayOrder": 10,
  "created": "2019-03-22T03:21:28",
  "updated": "2019-03-22T03:21:28"
}
```

Update achievement

Method: PUT

Url: localhost:8080/achievements/achievementId

Example of the url: localhost:8080/achievements/77de9fc0-159a-4533-bdde-cbde027e6507

Example of the request body:

```
{
  "displayName": "DN83",
  "description": "Desc83",
  "icon": "www.icon.com/icon83.png",
  "displayOrder": 83
}
```

achievementId has to be entered correctly. There are no required fields to fill. Just any fields which are displayed in this example can be changed.

Maximum character length for displayName is 100, for description is 500, for icon is 2048. The largest number for displayOrder is 2147483647. Also, zero or negative numbers can't be entered in displayOrder field.

If some mistake is entered, appropriate message will be displayed.

If everything is good, response should look like this:

```
{
  "message": "Success!",
  "id": "77de9fc0-159a-4533-bdde-cbde027e6507",
  "displayName": "DN83",
  "description": "Desc83",
  "icon": "www.icon.com/icon83.png",
  "displayOrder": 83,
  "created": "2019-03-21T22:05:31",
  "updated": "2019-03-22T03:59:12"
}
```

Get achievement

Method: GET

Url: localhost:8080/achievements/achievementId

Example of the url: localhost:8080/achievements/112bdccb-0f35-4dac-b617-9b6a14c8fbab

There is no request body.

achievementId has to be entered correctly.

If some mistake is entered, appropriate message will be displayed.

If everything is good, response should look like this:

```
{
  "message": "Success!",
  "id": "112bdccb-0f35-4dac-b617-9b6a14c8fbab",
  "displayName": "DN2",
  "description": "Desc2",
  "icon": "www.icon.com/icon2.png",
  "displayOrder": 2,
  "created": "2019-03-21T22:01:43",
  "updated": "2019-03-21T22:08:52"
}
```

Get all game achievements

Method: GET

Url: localhost:8080/achievements/all/gameId

Example of the url: localhost:8080/achievements/all/d67093e9-4c1b-11e9-b8dc-c8600077a003

There is no request body.

gameId has to be entered correctly. Response should be list of all achievements for the specific game and achievements have to be sort ascending by values in displayOrder field.

If some mistake is entered, appropriate message will be displayed.

If everything is good, response should look like this:

```
[
  {
    "id": "85ab7782-dcf9-446b-b184-72265d2682a9",
    "displayName": "DN4",
    "description": "Desc4",
    "icon": "www.icon.com/icon4.png",
    "displayOrder": 1,
    "created": "2019-03-21T22:02:42",
    "updated": "2019-03-21T22:02:42"
  },
  {
    "id": "77de9fc0-159a-4533-bdde-cbde027e6507",
    "displayName": "DN8",
    "description": "Desc8",
    "icon": "www.icon.com/icon8.png",
    "displayOrder": 3,
  }
]
```

```
"created": "2019-03-21T22:05:31",
"updated": "2019-03-22T04:00:13"
},
{
  "id": "b396d10a-58b2-412d-a312-cab791ee7e15",
  "displayName": "DN5",
  "description": "Desc5",
  "icon": "www.icon.com/icon5.jpeg",
  "displayOrder": 2147483647,
  "created": "2019-03-21T22:03:26",
  "updated": "2019-03-21T22:03:26"
}
]
```

Delete achievement

Method: DELETE

Url: localhost:8080/achievements/achievementId

Example of the url: localhost:8080/achievements/ea87ab57-d4cc-4772-88a9-92865ba34fac

There is no request body.

achievementId has to be entered correctly.

If some mistake is entered, appropriate message will be displayed.

If everything is good, response should look like this:

```
{
  "message": "Success!"
}
```